

GATE 0
SEPT. 7th
SUBMISSIONS

GAMES

First Draft Design Docs, scripts and storyboards for an underwater theme and the adventurers theme sit on my shelf. They were originally created for Mindscape but could be altered significantly. I will investigate the legal implications.

1. FANTA SEA

Ages 6 and up

PSX and PC

From underwater theme kits

2. DIG

Ages 6 and up

PSX and PC

From the Adventurers desert theme

Both games require strategic exploration, building and deconstruction. By using your wits to solve challenges, you compete in a fast paced quest through mazes and creative environments to find the coveted power brick/ lost treasure. Characters will compete against you for rewards and will stop at nothing to win. They will deconstruct gates and tunnels if they get there first, forcing you to find alternate routes or to reconstruct what is missing. These challenges are an integral part of the game as their solutions open other doorways, offer clues and provide rewards for advancement. And if you need it, there are good guys, inventions and friendly fish via a fish translator (for Underwater) to help you out. Simply put, **Fanta Sea** is an invitation to save the sea in a true underwater habitat simulation while you race against the bad guys, discover underwater mysteries and find the valuable LEGO piece that will clean up the seas. **Dig** is about finding a treasure and returning it to its rightful owner. It is also about friendship and using all your LEGO skills to solve challenges.

I spent many hours with the Monterey Bay Aquarium experts on the seas and have done extensive research on ancient Egypt for Dig.